Special thanks
to

Natsuno

for contributing
this manual

NES-KR-USA

INSTRUCTION BOOKLET

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# ⚠WARNING⚠

## DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

## READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion,and/or convulsions.

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Thank you for purchasing the Kirby's Adventure™* game pak for your Nintendo Entertainment System®.

**Please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet and warranty in a safe place for future reference.**

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## PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.


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# A CRISIS IN DREAM LAND!

Light years away, .....


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Light years away, on a tiny star not visible from Earth, is the magical, peaceful place known as Dream Land. The beings that inhabit this wondrous world live a blissful existence that centers on eating, sleeping and playing. An example of their care-free customs include the traditional after-lunch feast nap. After they awaken from their nap, the Dream Landers discuss their dreams and fervently hope that each other's fondest wishes come true.

One day, a young Dream Lander named Kirby awoke from his after-lunch nap feeling terrible. "What happened?" he wondered to himself. "I didn't have any dreams during my lunch nap!" This lack of dreams left Kirby feeling very uneasy. After talking to some of his friends, he found that the problem was much more serious than he had thought, for they had not experienced any dreams either! "Something must have happened to the Dream Spring!" they exclaimed in unison.

The Dream Spring is a magical well that is a reservoir for all the dreams of the inhabitants of Dream Land. Dreams also flow out of the Dream Spring and envelop Dream Land, granting all sleeping beings enjoyable dreams.

Legends told that the Dream Spring was created by a magical artifact known as the Star Rod. The sparkling star on the tip of this scepter was an actual fragment of a star that had landed in Dream Land in the distant past. The Star Rod now provided energy to the Dream Spring and served as the very symbol of Dream Land.



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The lack of dreams made everyone in Dream Land feel restless and irritable. The joyful laughter that had once resounded throughout Dream Land could no longer be heard at all. Things were bleak. Kirby, the roly-poly hero of Dream Land, boldly announced his intention to investigate the Dream Spring and find the cause of all the trouble.

Upon reaching the Dream Spring, who did he find but King Dedede, bathing in its magical waters! In the past (see Kirby's Dream Land™ for Game Boy®), King Dedede had caused mischief in Dream Land by stealing all the Dream Landers' food and Sparkling Stars. Now, in the middle of the Dream Spring, in place of the Star Rod, sat Dedede, covered with bubble bath.

"So, you're up to your old tricks again, eh, Dedede?!" accused Kirby.

"What are you talking about, young pudge ball?" Dedede looked surprised. "I thought I'd do everyone a favor by..."

"No, no no!" Kirby shook his head. "I won't listen to your tricks! What have you done with the Star Rod?!"

"Oh, that old thing," Dedede said nonchalantly. "I broke it into seven pieces and gave each piece to one of my friends..."

"What was Dedede thinking?!" Kirby wondered. Before hearing any more of what Dedede had to say, Kirby set off on the long trek to gather the pieces of the Star Rod and return them to the Dream Spring. Hopefully, he could return the sparkle to the Dream Spring so that the people of Dream Land could again enjoy their happy midday naps.

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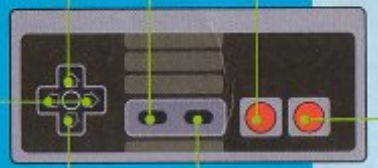
# HOW TO USE THE CONTROLLER

*Read pages 13-20 for details on how to make Kirby move.



Drop Enemy's Ability

Inhale
Puff Out

Fly
Enter Doors

Walk
Run (press twice)

Jump
Swim

Squat
Swallow
Slide (+A Button or +B Button)

Pause - Interrupts Game
(For details, please read the instructions in this user's manual.)

Press the A, B, Start and Select buttons simultaneously during play to reset the game and restart from the beginning.



# GETTING STARTED

Correctly insert the cartridge into the Nintendo Entertainment System. Turn the power of the NES "ON" to hear the start-up music and see the title screen. (If you do nothing on the title screen, the game will go into an automatic demonstration of game play.)

Press the START Button at the title screen to make the game begin. (If you press the START Button during the startup melody or during the demo, the screen will immediately change to the title screen.)

## The Start of Your Adventure

At the beginning of the game, the map shown to the right will appear on the screen. This map shows how Kirby has progressed through the Levels of the game. Doors on this map lead to the action!

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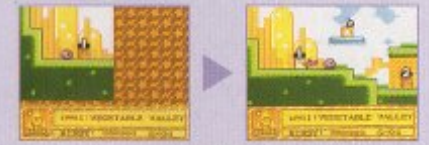
# Map Screen

There are seven Levels to Kirby's Adventure, and each has its own map screen. Each map screen has only one door visible at first. This door leads to an action sequence, or "stage." Press the Up Arrow on the ✣ Control Pad to enter the stage.

When you have cleared a stage, the map will unfold and additional doors to other stages or bonus games will be revealed. Each Level has several stages, and at the end of the final stage you will find one of King Dedede's friends, who has a piece of the Star Rod. If you defeat Dedede's pal, you can get the Star Rod piece and advance to the next Level. Remember, you must gather all seven pieces of the Star Rod to restore the Dream Spring.

You can try your luck at stages you have already cleared as many times as you like.



When you clear a stage... new parts of the map will be revealed.

★ Besides the action stages, there is a Bonus Game and a Museum in this Level.

★ The stages you have cleared are indicated by a flag.

★ If the door to a stage is brown after you have completed it, that means you missed some secret items in the stage.



# Instruction Screen

If you press the START Button while you are on a game play screen, the game will pause and you will see an explanation of the special ability currently owned by Kirby. If you press the START Button again, you will return to the game. If you are in a stage you have already cleared, you must select either CONTINUE or EXIT STAGE. If you select CONTINUE, you will return to the game play screen where you left off. If you select EXIT STAGE, you will return to the Level map screen.

## Warp Stage

If you trigger secret switches hidden in some stages, the warp stage will appear on the map screen. If you enter it, the screen shown below will appear, and you will be able to warp to a different Level.

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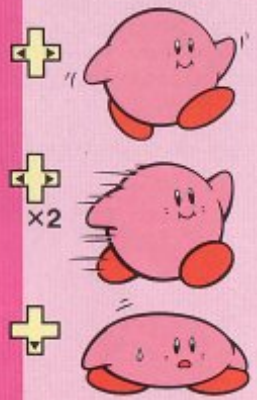
# HOW TO MAKE KIRBY MOVE

Kirby can move in a variety of ways! At first you may be bewildered by the great variety of things Kirby can do. However, as you get used to Kirby's many tricks, you'll be surprised at how easy it is to make Kirby move. Let's learn about his moves and return peace to Dream Land as soon as possible!

## Walk/Run

If you press the Left and Right arrows on the ✣ Control Pad when Kirby is on land, you can make him walk normally. Quickly press the Left or Right arrow on the ✣ Control Pad twice, and hold the arrow button, and Kirby will run in the direction that you are pressing. (If you take your finger off the ✣ Control Pad, Kirby will stop.)
If you press the ✣ Control Pad in the direction opposite Kirby's movement, he will skid to a halt.




## Squat

Press the Down arrow on the ✣ Control Pad to make Kirby squat. He can avoid some enemy attacks this way.



## Jump

Press the A Button to make Kirby jump.
If you press the A Button while Kirby is walking, he will jump a long way.
If Kirby is running, he can jump even farther.

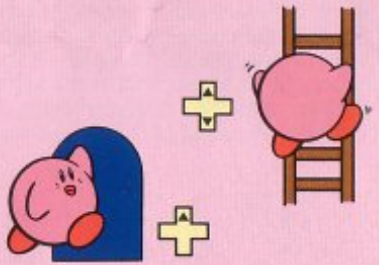
## Sliding

Press the A or B Button while Kirby is squatting to make him slide and knock out the enemy.

## Go Up/Go Down/Enter Doors

### A or B Button

If you press the Up or Down arrows of the ✣ Control Pad at stairs or places with ladders, Kirby can go up or down them. Also, if you press the Up arrow on the ✣ Control Pad when Kirby is standing in front of a door, he will enter the door.





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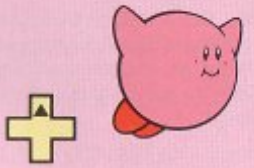
## Fly Through the Sky/Hover

Press the Up arrow on the ✣ Control Pad when Kirby is in "Normal" form and he will puff up and float into the sky. Pressing the A Button while Kirby is puffed up will cause him to flap his arms and fly to the top of the screen.





## Air Pellets

If you press the B Button while Kirby is puffed up, he will shoot an air pellet. He can attack some enemies with these air pellets. Shooting an air pellet causes Kirby to exhale, and he will fall from the sky. However, if you press Up on the ✣ Control Pad, Kirby will take another gulp of air and start flying again.
★ Air Pellets won't hurt some enemies!

## Inhale

Press the B Button when Kirby is near an enemy or a block and he will inhale the object in one gulp!
★Some enemies cannot be eaten!

Inhale...

...and eat the enemy in a single gulp!



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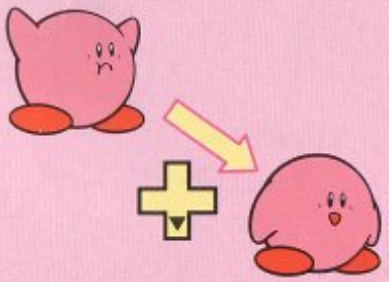
# What's in Kirby's Mouth?

## Puff Out

If you press the B Button again when Kirby has an enemy or block in his mouth, Kirby will puff out the object in the form of a star. This star can knock out an enemy or break down another block.
If Kirby has inhaled two or more enemies, he will exhale multiple stars.

## Swallow

If you press the Down arrow of the ✣ Control Pad when Kirby has inhaled an enemy or block, he will swallow whatever is in his mouth.
If Kirby swallows an enemy that has a special ability, Kirby will steal that enemy's ability. See page 19 for more details.





# In the Water

## Swim

Though Kirby cannot squat, float or fly in water, you can make him swim by pressing the A Button.

## Water Gun

Kirby cannot inhale or exhale enemies while underwater. However, you can make him puff a waterspout to attack enemies by pressing the B Button.

### You can also attack enemies from above!

If Kirby falls down from a high place and crashes into an enemy below him, the enemy will take damage.

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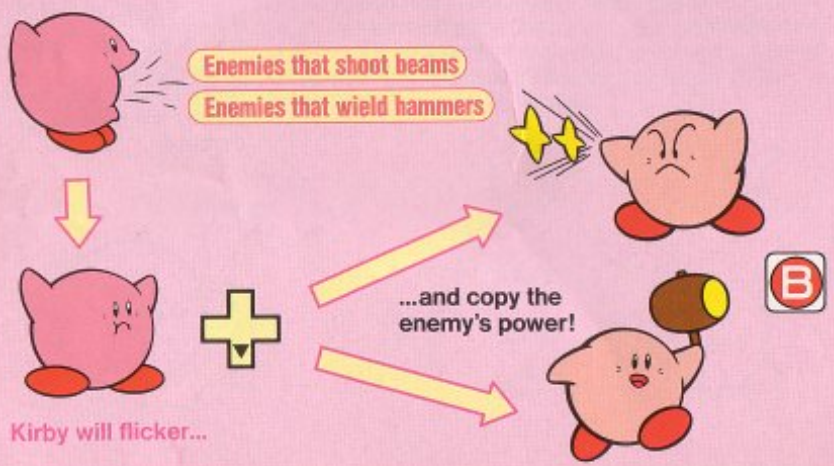
# ☆Let's Steal the Enemies' Abilities!

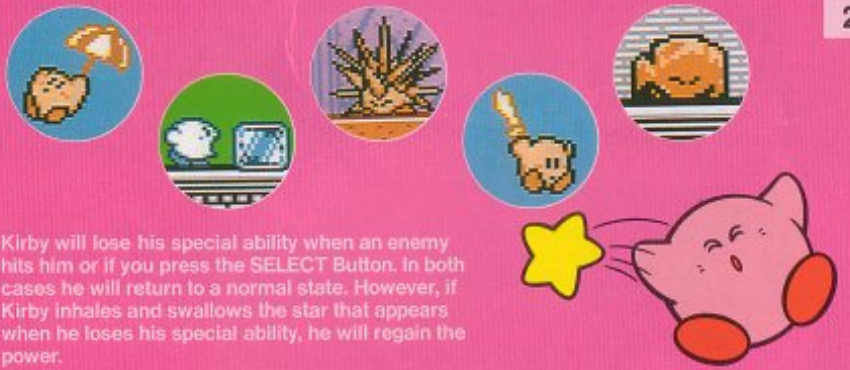
There are more than 20 enemies that have special abilities! If Kirby swallows these enemies, he can steal their special ability. By pressing the B Button, Kirby can use the special ability of the enemy he swallowed. For example, if Kirby inhales an enemy and presses Down on the ✣ Control Pad...






## Limitations on Stealing an Enemy's Ability

- Kirby cannot swallow an enemy when he already has a special ability.
- When Kirby can impersonate an enemy, he will change from his usual pink color to a lighter peach color.
- A box at the bottom of the screen displays Kirby's current ability.
- Some of the abilities that Kirby can impersonate have time limits or a set number of times they can be used.
- Some enemies have no special abilities to copy.
- When Kirby swallows two or more enemies simultaneously, he will sometimes get an unexpected special ability. Try to think of how you might combine special abilities.



Kirby will lose his special ability when an enemy hits him or if you press the SELECT Button. In both cases he will return to a normal state. However, if Kirby inhales and swallows the star that appears when he loses his special ability, he will regain the power.



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# SCREEN LAYOUT

The displays at the bottom of the screen are as follows:

Kirby's Vitality: At the start of the game, Kirby has six vitality bars. When an enemy hits him, these bars will disappear one by one. When all of the bars are gone, the number of lives Kirby has left will decrease by one.

Ability Limit: If Kirby takes a special ability that has a limited number of uses, a number will be shown here.

Your Current Score

Special Ability Status: When Kirby is in a normal form, NORMAL is displayed here. If he can use a special ability, the ability is displayed here.

Remaining Lives: This number tells how many lives Kirby has remaining. When this number is zero, it's the end of Kirby and the end of the game.



## Fighting Dedede's Friends

Dedede's friends are the "boss characters" of this game. Their strength meter is shown instead of your score when you fight against them.

## When you clear a stage...

Each time you clear a stage, the screen shown on the right will appear. Time your jump off the platform (press the A Button) to make Kirby jump as high as possible.
If you time your jump perfectly, you can make Kirby jump to the highest cloud where you will be rewarded with an extra life (1-Up).

**1 up!**

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# BONUS GAMES

In each Level, there are several bonus games in which you can Increase the number of lives you have remaining.
There are three different games. Try your best to increase the number of lives you have remaining!
The number of stars shown on the Bonus Game instruction screen indicate the difficulty level of the game.

Note: All Bonus Games can also be operated with the B Button rather than the A Button, if you prefer.



## GAME A
## QUICK DRAW KIRBY

In this bonus game, Kirby becomes a gunslinger and has a quick draw contest versus an enemy gunman. When the enemy draws his weapon, press the A Button as fast as you can! If you press the A Button before the enemy touches his gun, that's cheating! The number of bonus points you earn increases depending on the number of enemies you bop down.

## GAME B
## EGG CATCHER

The object of this game is to skillfully eat the eggs that King Dedede tosses at Kirby! If Kirby eats a bomb, however, that's the end of Kirby and of the bonus game! To open Kirby's mouth, press the A Button. To close Kirby's mouth, release the A Button. The number of extra lives awarded will depend on how many eggs Kirby eats.

## GAME C
## CRANE FEVER

This is a stuffed toy catching game that everyone is familiar with. You simply use the crane to pick up a Kirby doll. The crane will move sideways as you press the A Button and will stop automatically when you release the A Button. The crane will then move down to pick up whatever is under it. Small Kirby dolls give you one extra life, but big Kirby dolls give you two extras!

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# HOW TO CONTINUE AND SAVE GAMES

## How to continue

When Kirby loses his last life, the game is over. On the final screen shown to the right, select either CONTINUE (to continue from the Level where Kirby lost his last life) or GAME END (to start at the beginning again).

PLAYER'S RANK

FILE NAME

PERCENTAGE OF GAME CLEARED

## How to Save Games

The Kirby's Adventure game pak can save up to three data files that contain your progress. The game will automatically save after you clear a stage. When you return to the game later after having played a few stages, you can pick up from where you left off by selecting the file you used the last time you started the game. If you want to delete the saved file, select DELETE and choose the file you want to delete. Then answer YES to the question "ARE YOU SURE?" All data in the file will be erased and you will start at the beginning if you use this file. When you turn the power off, make sure that you press and hold the RESET button to protect the saved data. If you press the POWER switch repeatedly, press RESET unnecessarily, or remove the game pak with the power still ON, you may lose some game data.



# POWER PACKED ITEMS!

Many useful items have been scattered throughout the different stages. Try to pick up these items, as they will give you a big advantage in your quest to find the Star Rod pieces!

## Maxim Tomatoes

Kirby just loves to eat these bright red tomatoes! They restore his vitality completely!

## Pep Drinks

Though not as potent as tomatoes, this drink nevertheless restores Kirby's strength a little.



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## Candy

Kirby will be invincible for a short time after he picks up this candy. However, the magic of the candy will not protect him from a fall into a hole.

## 1-Up

This will increase the number of extra lives Kirby has remaining.



## Warp Star

This object does not grant Kirby any special rewards, but it will transport him to a new part of the stage. The warp star also appears in the warp stage (see page 12).

## Star Rod

When Kirby defeats Dedede's friend at the end of each level, he can clear that level by picking up the piece of the Star Rod. He must gather all seven pieces of the Star Rod in order to return peace to Dream Land.

# A WHOLE NEW WORLD!

### Level 1

**Vegetable Valley**

It's easy to learn the basics of Kirby's Adventure in the relatively tame Vegetable Valley. The boss of this introductory Level, Wispy Woods, should be familiar to you from Kirby's earlier adventures!

### Level 2

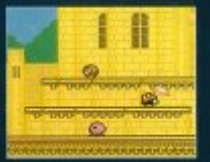
**Ice Cream Island**

Since the small islands in this level are surrounded by the sea, the key to success here is skillful swimming! You can also look forward to running into many new enemies with new special abilities for you to steal in this level!

### Level 3

**Butter Building**

It's a long and adventurous climb to the top of the Butter Building tower! Your reward is a challenging battle against two of Dedede's toughest buddies on the top floor!





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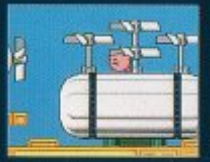
## Level 4

### Grape Garden

From the top of the Butter Building, you can reach the huge Grape Garden in the clouds. High-flying action is the order of the day, as the enemies here are accustomed to aerial attacks from their lives in the pleasant, fluffy clouds.



## Level 5

### Yogurt Yard

Just when you thought you'd reached the top of the world, you'll find yourself hurled down into the heart of a maze of mountain-piercing caverns!

## Level 6

### Orange Ocean

If you didn't get sea-sick in Ice Cream Island, you had better hold your breath for this level! Set sail for adventure through a world with a nautical theme inhabited by some of the toughest enemies you've met yet!

## And finally, Level 7

Welcome to Rainbow Resort!

## Power-Puffing Hints and Tips

- If you think it will be too tough to continue with your current vitality level, check out the Museum or Arena. Remember that you will have to fight for your power-up in the Arena, so be careful!
- The game pak will automatically save the level you have reached, but it will not save the number of lives you have, your special ability, score or remaining vitality.
- You will lose your special ability when an enemy damages you. If there is a limit to the number of times you can use an enemy's ability, it is better to use up the special ability than to lose it to an enemy attack!
- Medium-sized bosses can be inhaled after you have reduced their vitality meters!
- If there is an obstacle that obstructs your path, try sliding into it.
- Even though you have finished the game and seen the ending, if there are still brown doors on the Level Map, you have not found everything in the game (see page 11). Turn those doors white and see what happens!



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MEMO

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# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- — Reorient the receiving antenna
- — Relocate the NES with respect to the receiver
- — Move the NES away from the receiver
- — Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

REV-G

# WARRANTY AND SERVICE INFORMATION

## 90-DAY LIMITED WARRANTY

**HARDWARE*, ACCESSORIES, GAME PAKS ("PRODUCT")**

*HARDWARE ONLY. TO EXPEDITE AUTHORIZATION OF ANY REQUIRED WARRANTY WORK, WE RECOMMEND THAT YOU COMPLETE AND RETURN YOUR WARRANTY CARD WITHIN 10 DAYS OF PURCHASE (OR RECEIPT AS A GIFT).

### *90-DAY LIMITED WARRANTY*

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

### *WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY*

To receive this warranty service or to receive service after warranty expiration:

1. **DO NOT** return your product to the retailer.
2. Please call the **NINTENDO WORLD CLASS SERVICE®** Center Consumer Assistance Hotline at: **1-800-255-3700**. Our hours of operation are from 4:00 am to Midnight, Pacific Time, Monday through Saturday, and from 6:00 am to 7:00 pm, Pacific Time on Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest **AUTHORIZED NINTENDO WORLD CLASS SERVICE®** Center for prompt, professional warranty service or repair and replacement components. You may also refer to your yellow pages directory under the heading of *Video Games - Service & Repair*, for the nearest location.

To satisfy the needs of our customers, Nintendo maintains a professional network of **AUTHORIZED NINTENDO WORLD CLASS SERVICE®** Centers located in major metropolitan areas and also offers express factory service. In some instances it may be necessary to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE to the nearest service location.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, commercial use, modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial number has been altered, defaced, or removed.

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